

*FIG. 1A*

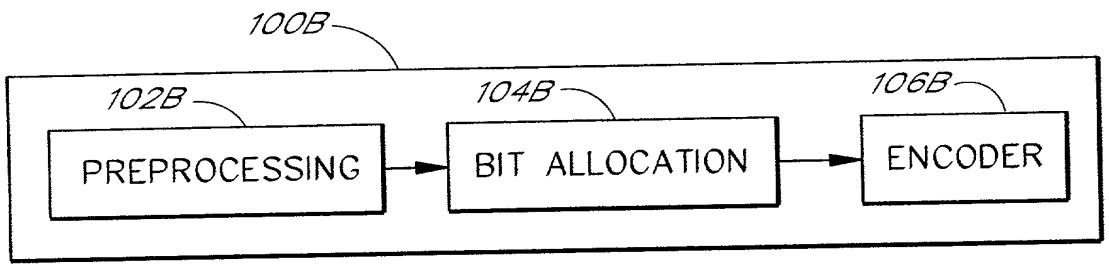


FIG. 1B

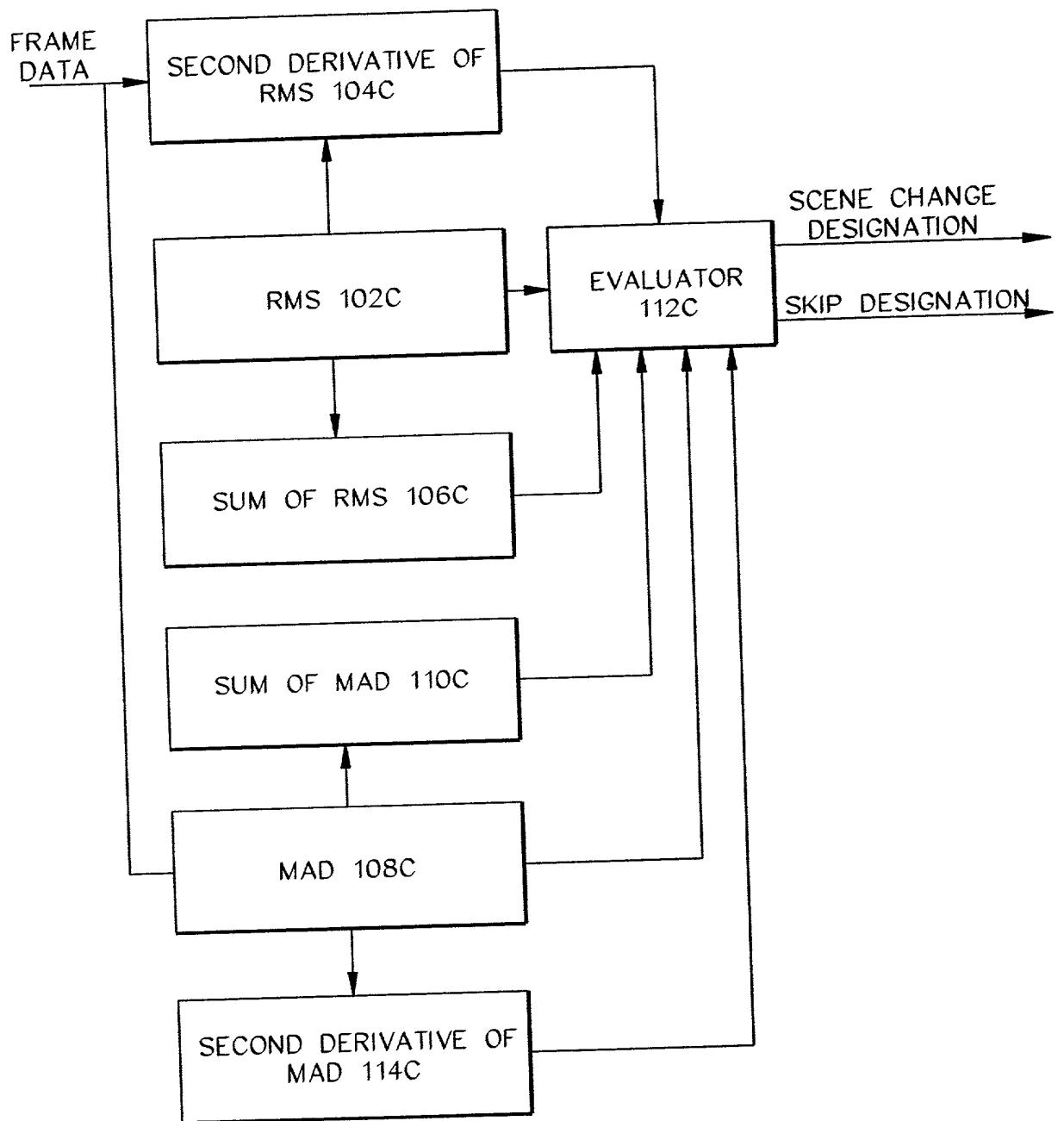
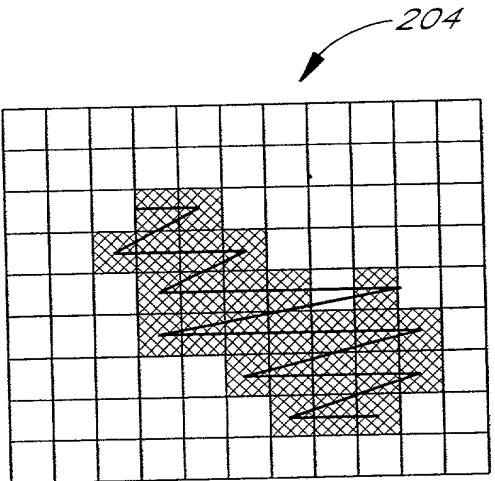


FIG. 1C

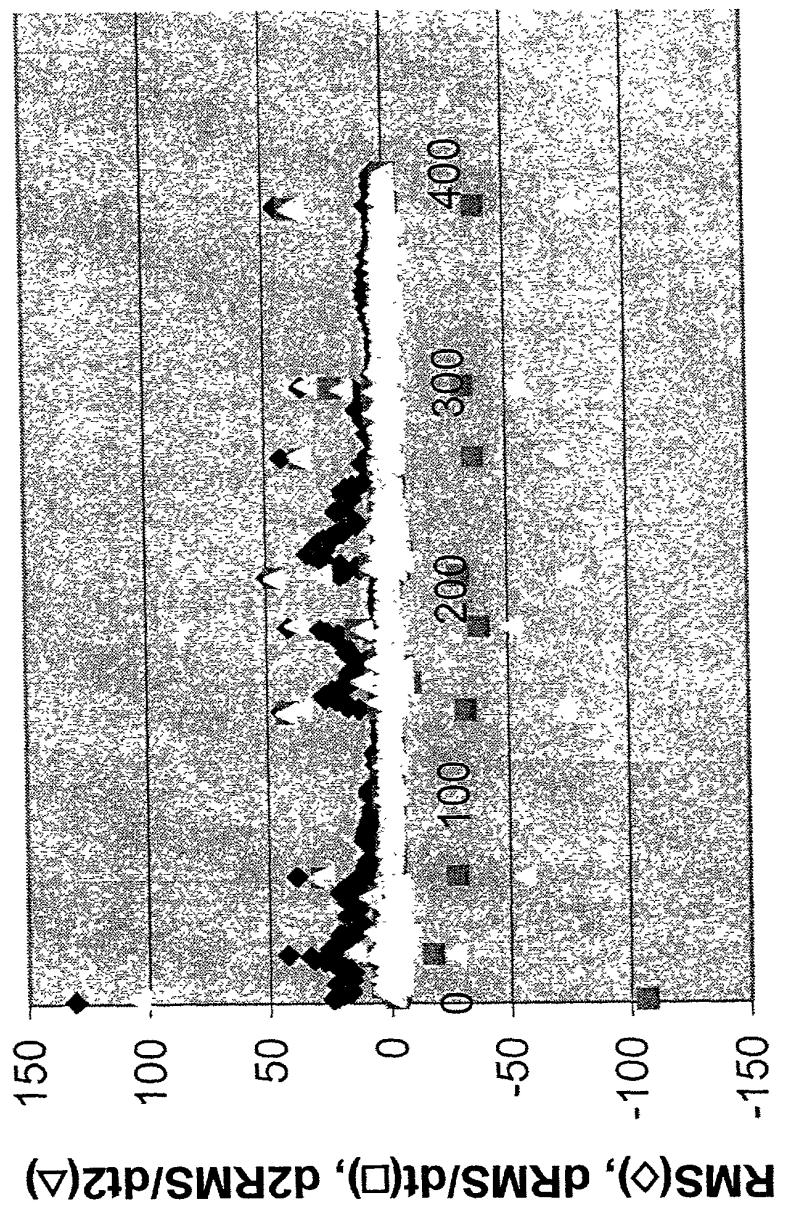
202

0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	1	1	0	0	0	0	0	0	0
0	0	1	1	1	1	0	0	0	0	0	0
0	0	0	1	1	1	1	0	1	0	0	0
0	0	0	0	1	1	1	1	1	0	0	0
0	0	0	0	0	1	1	1	1	1	0	0
0	0	0	0	0	0	1	1	1	1	0	0
0	0	0	0	0	0	0	0	0	0	0	0

*FIG. 2A*  
(PRIOR ART)



*FIG. 2B*  
(PRIOR ART)



Frame number

FIG. 3

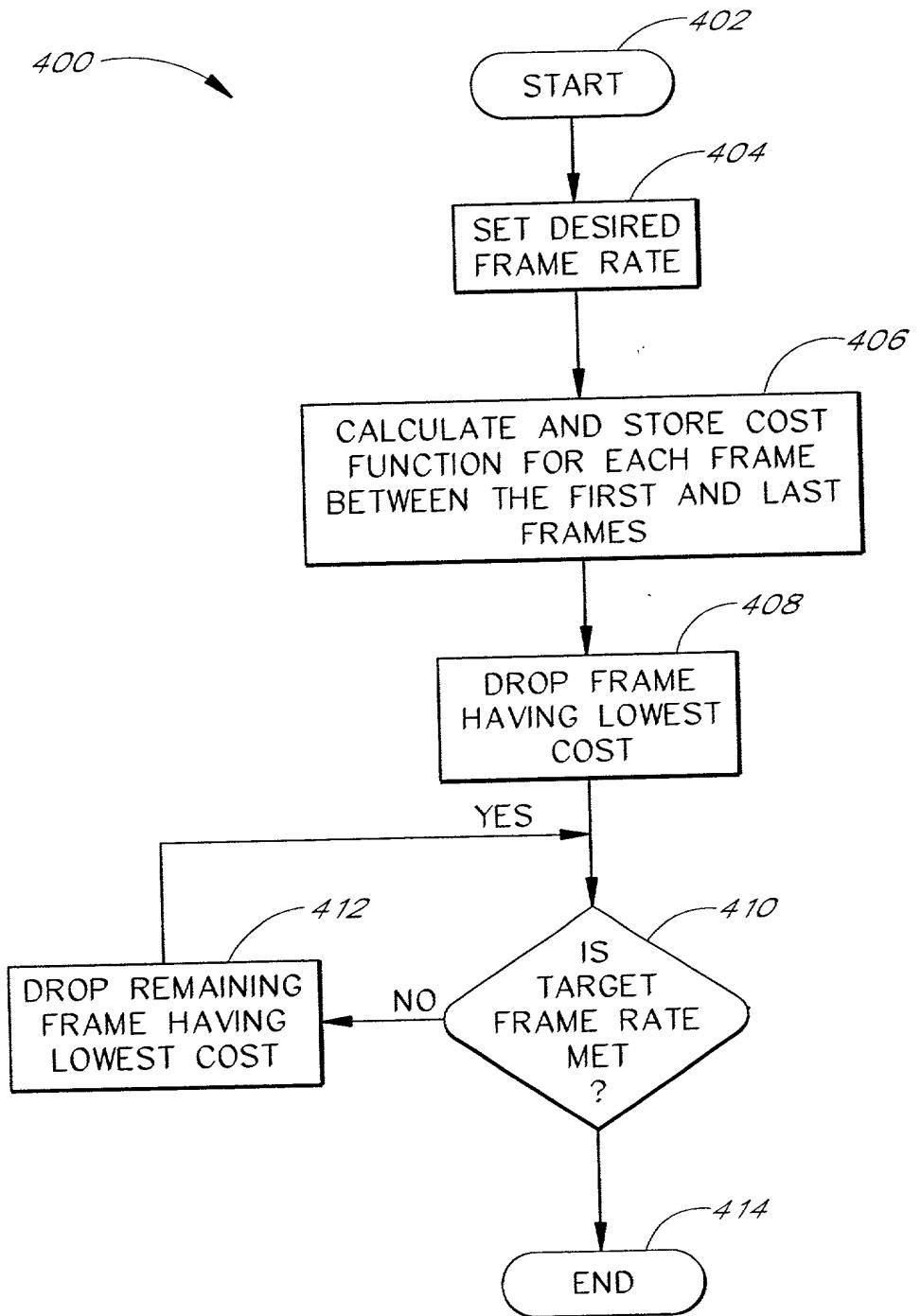


FIG. 4A

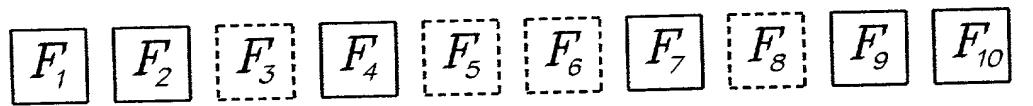


FIG. 4B

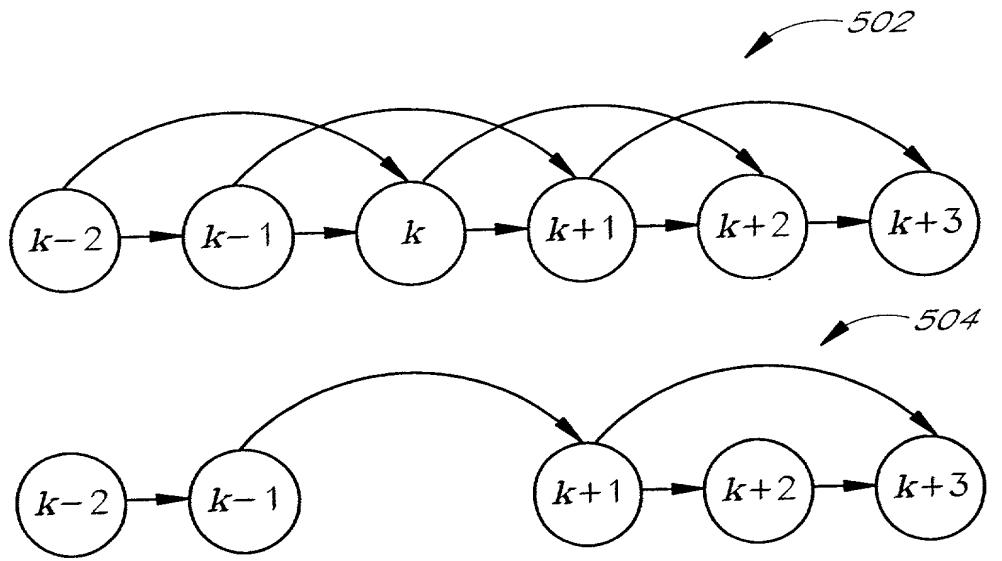


FIG. 5

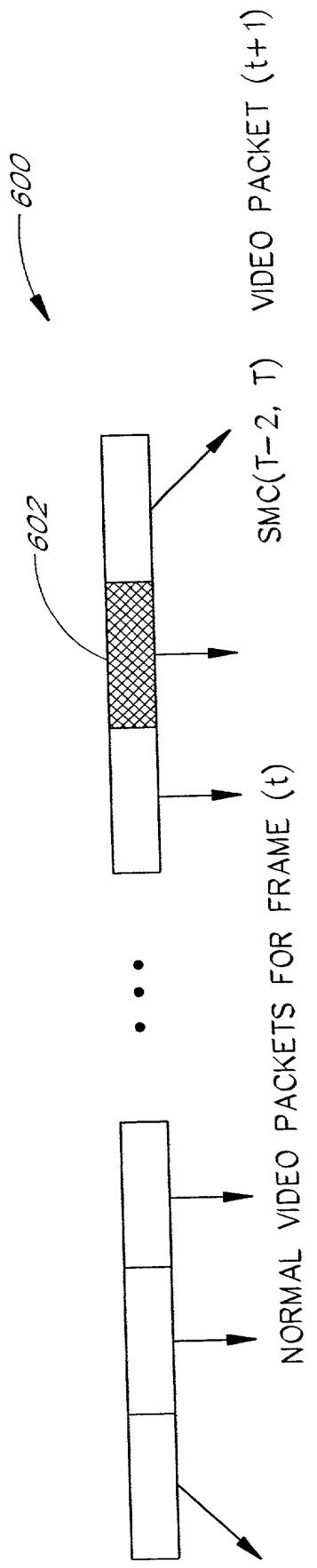


FIG. 6

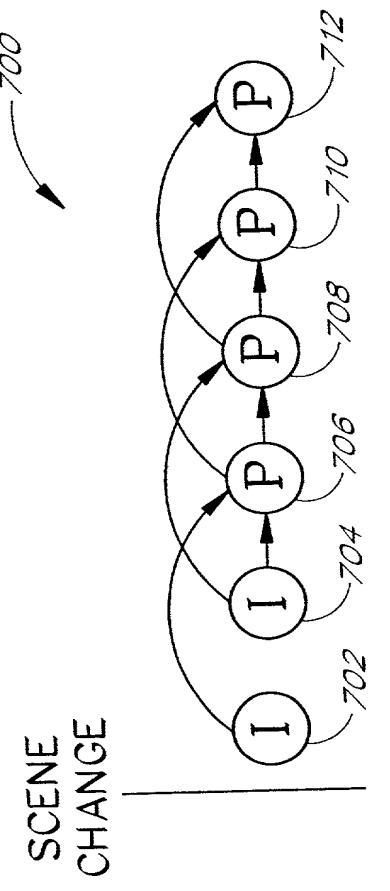
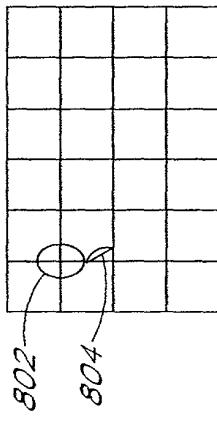


FIG. 7

# FIG. 84

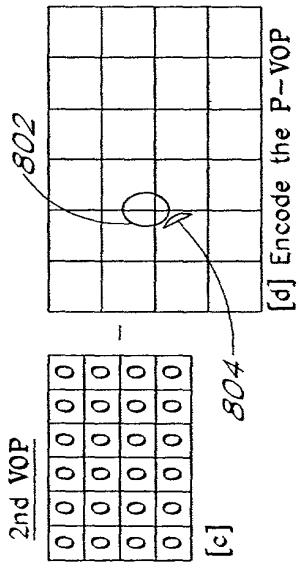
(PRIOR ART)



[a] Encode the I-VOP

802

2nd VOP

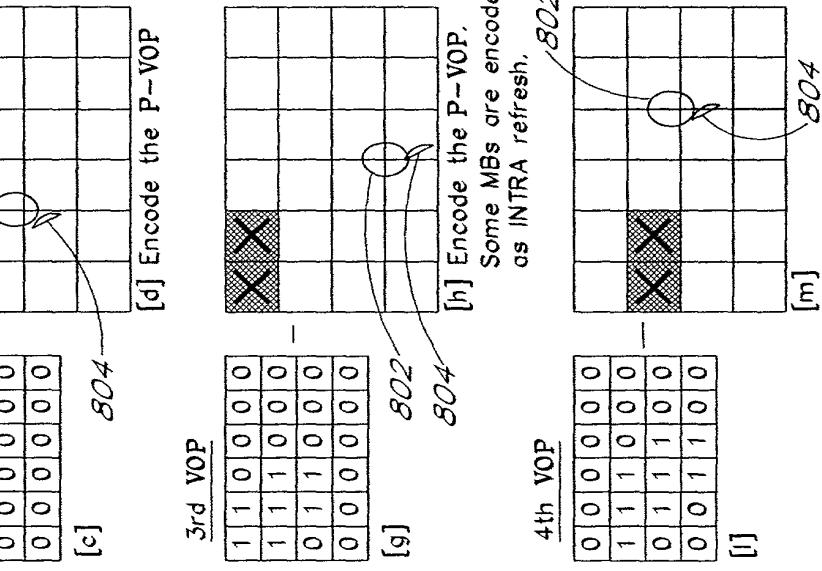


[c] 804

[d] Encode the P-VOP

802

3rd VOP

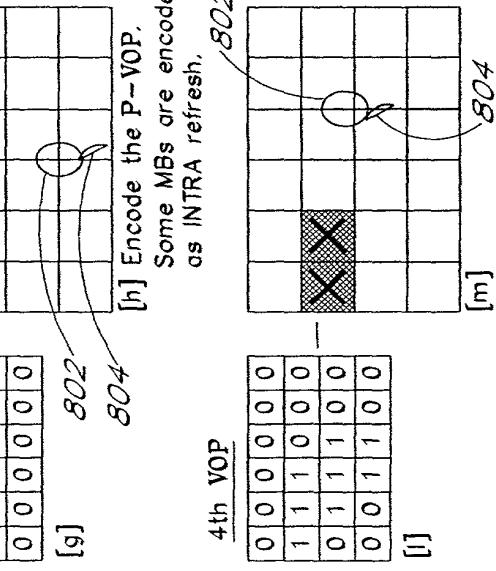


[g] 804

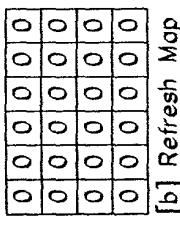
[h] Encode the P-VOP.  
Some MBs are encoded  
as INTRA refresh.

802

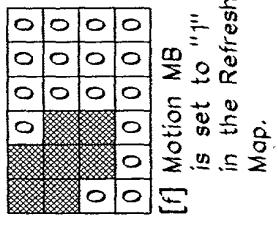
4th VOP



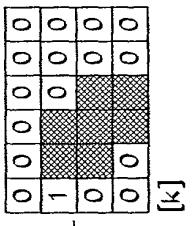
[l] 804



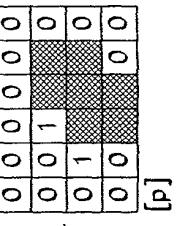
[b] Refresh Map



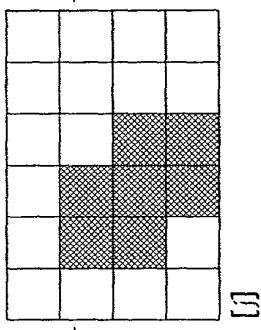
[f] Motion MB  
is set to "1"  
in the Refresh  
Map.



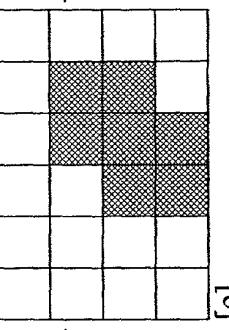
[k]



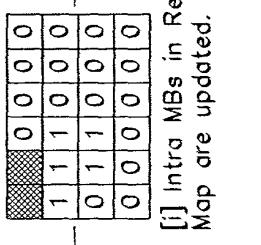
[p]



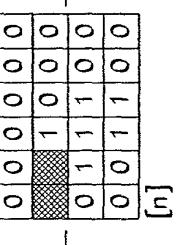
[e] Estimate the motion of MB



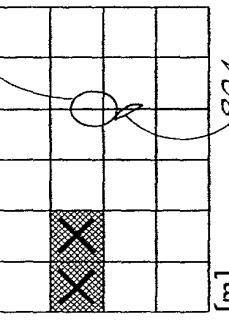
[o]



[j] Intra MBs in Refresh  
Map are updated.



[n]



[m]

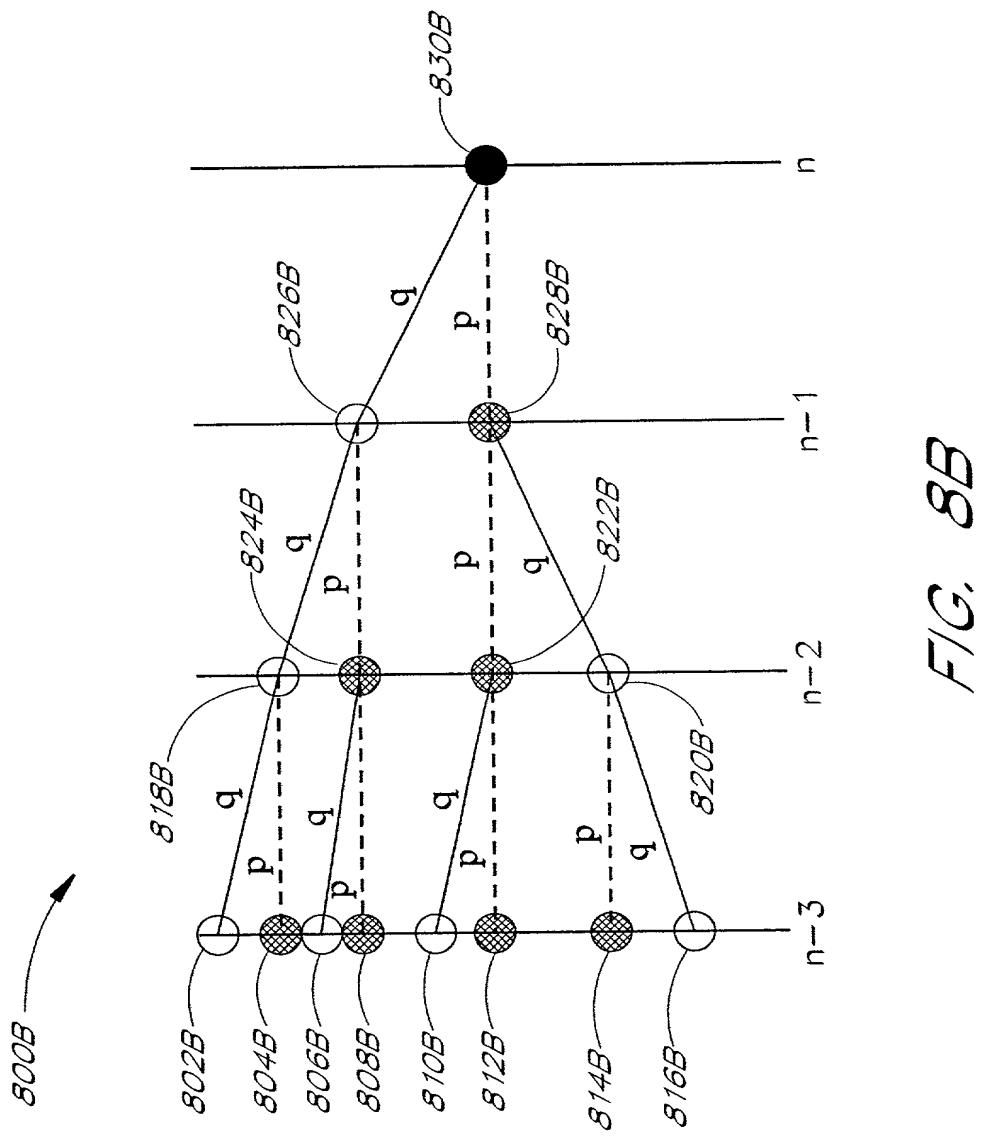


FIG. 8B

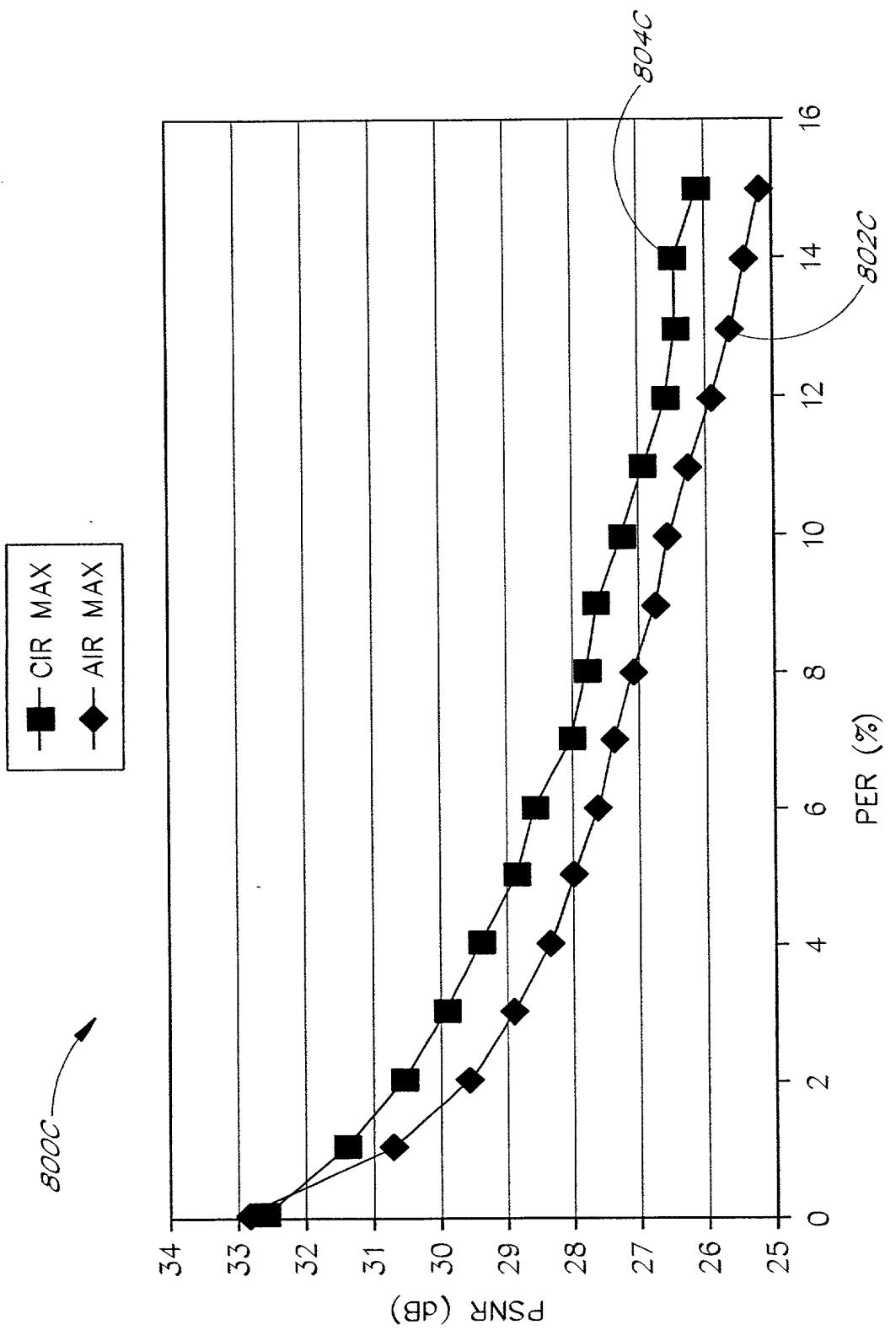
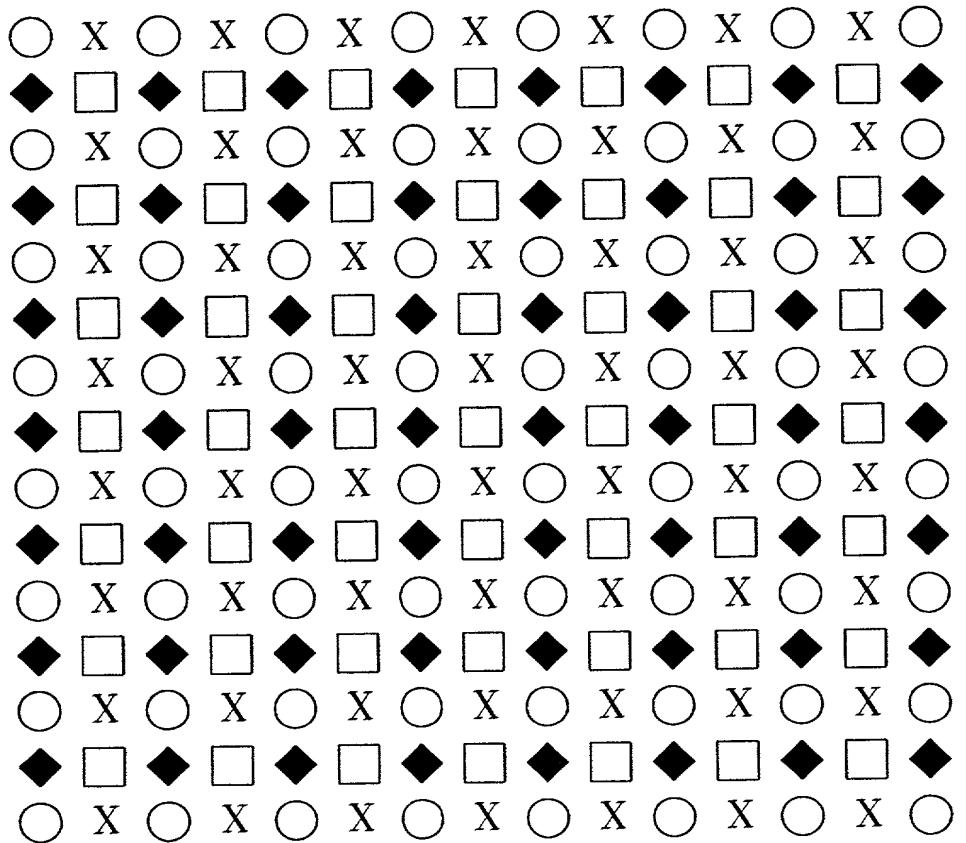


FIG. 8C



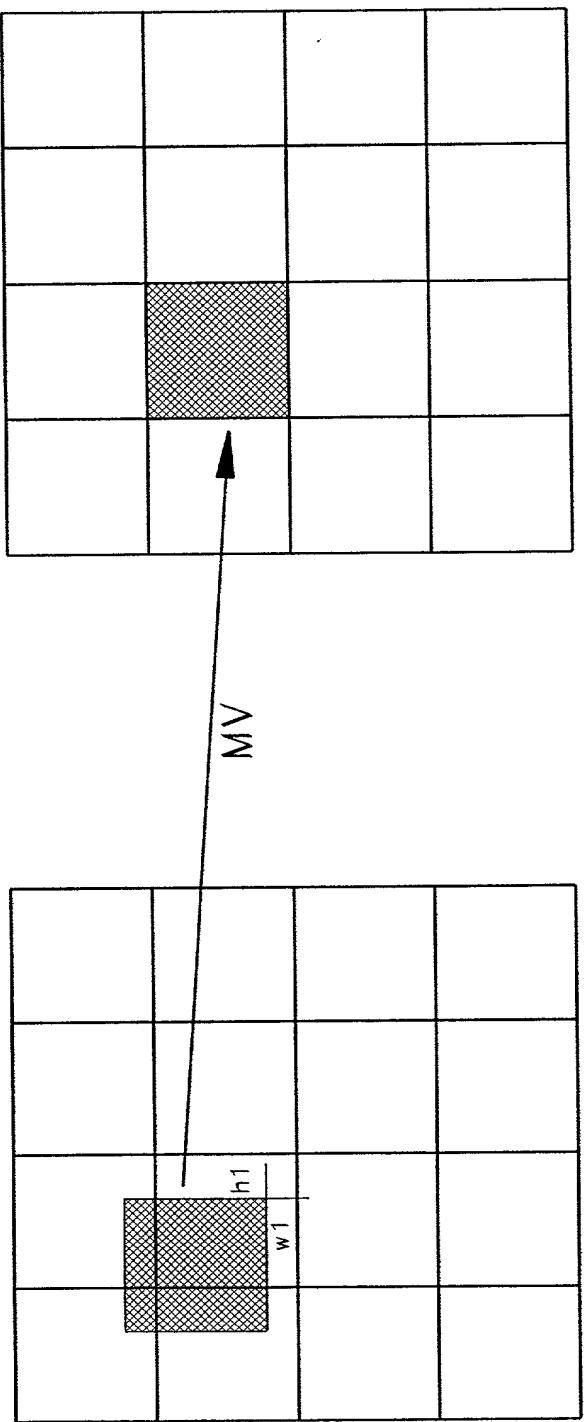
○	= INTEGER PIXEL LOCATIONS
X	= HORIZONTAL HALF-PIXEL MOTION
◆	= VERTICAL HALF-PIXEL MOTION
□	= HALF PIXEL MOTION IN BOTH HORIZONTAL AND VERTICAL DIRECTION

FIG. 8D

FIG. 8E

Frame n

Frame n-1



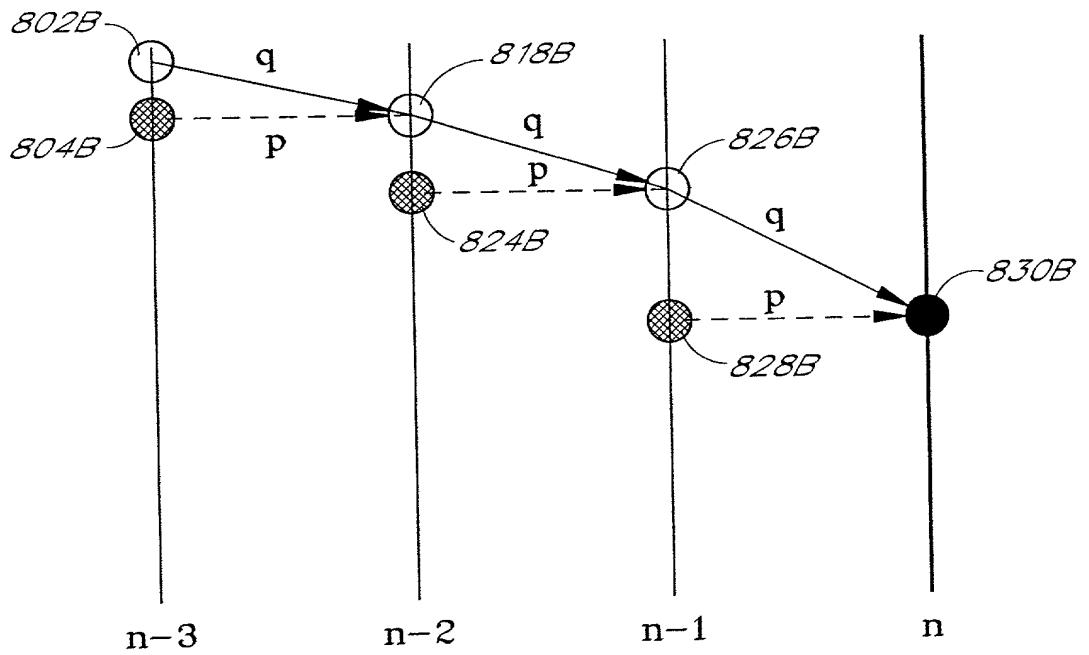


FIG. 8F

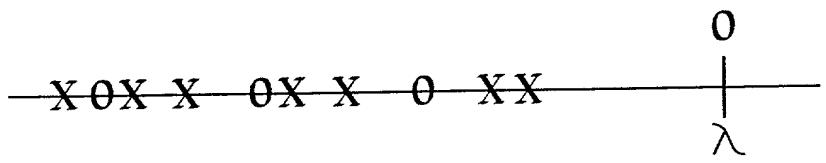


FIG. 8G

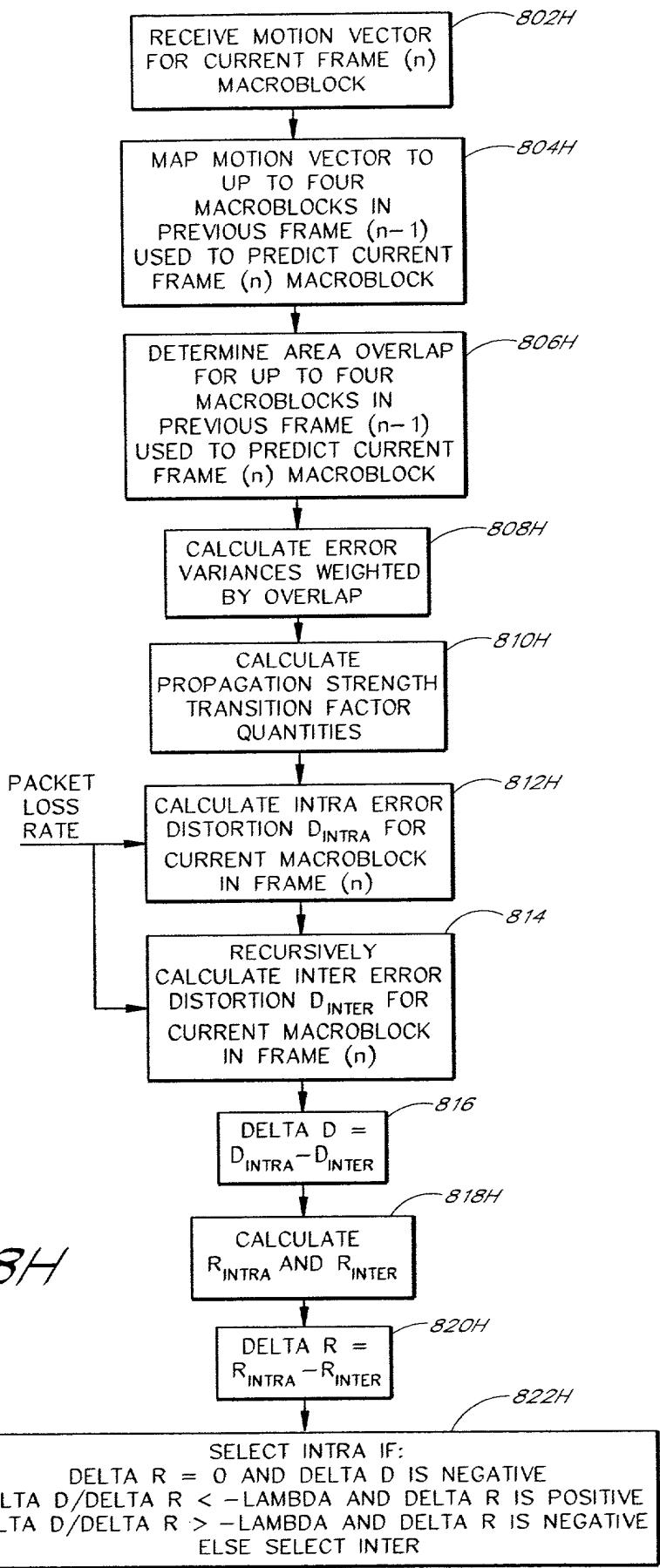


FIG. 8H

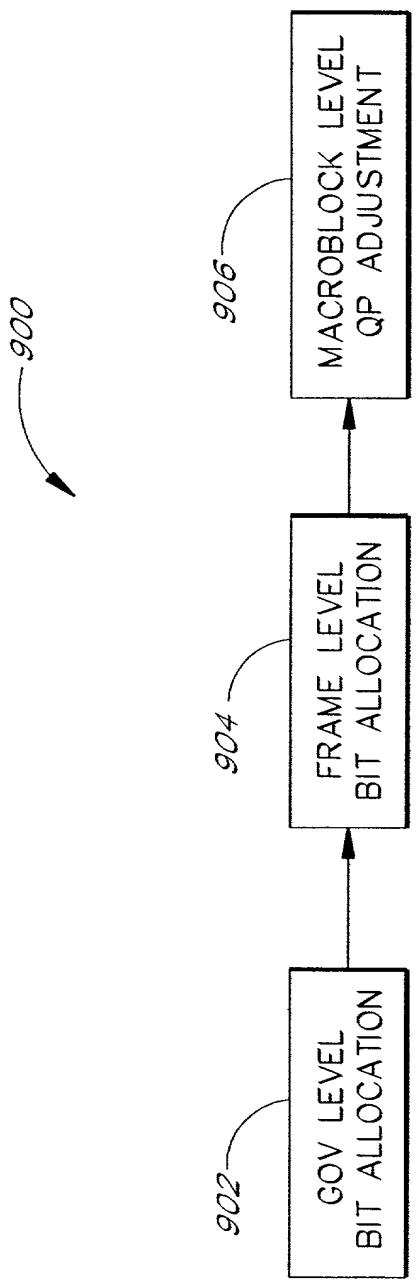


FIG. 9

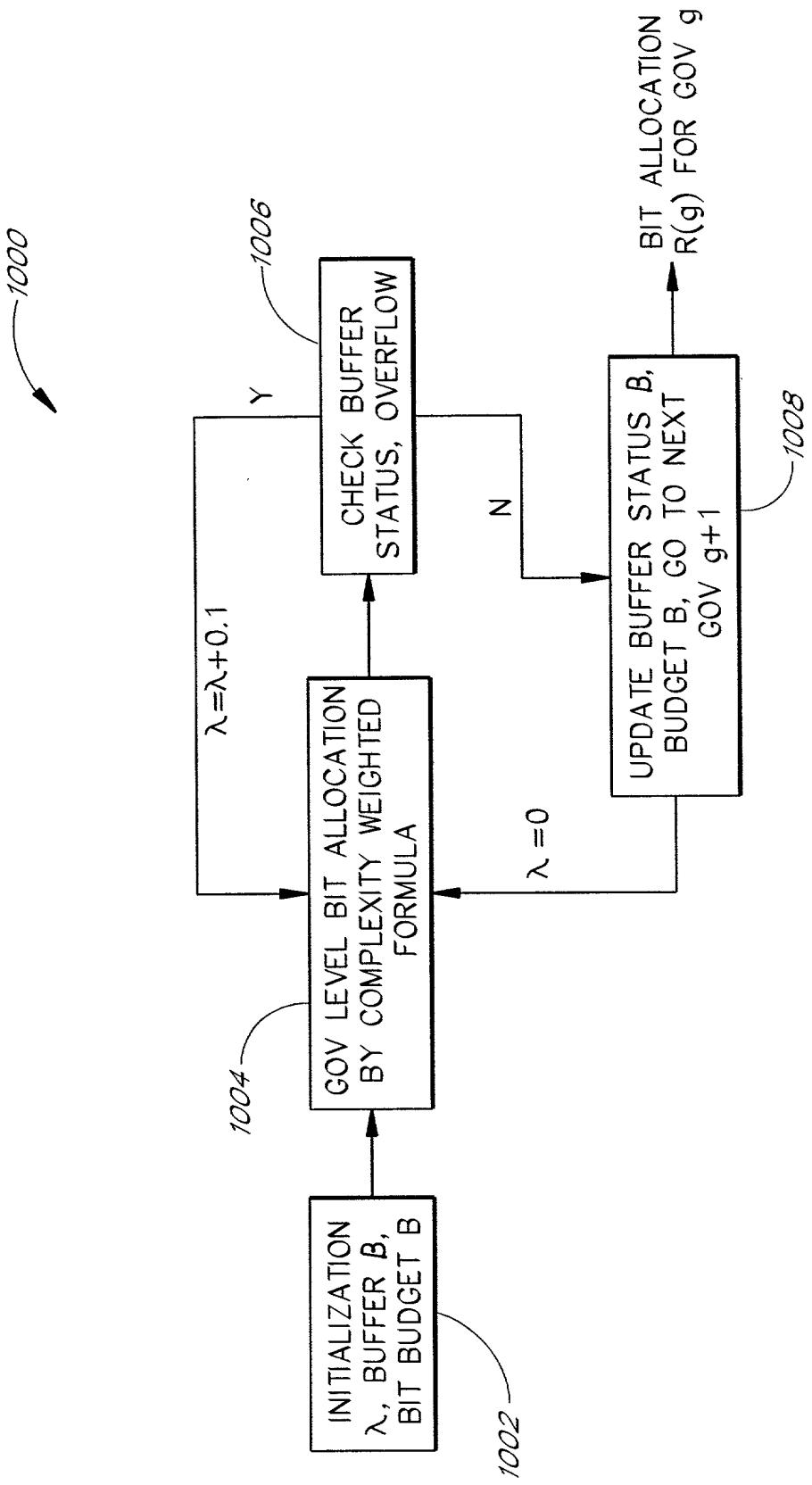


FIG. 10

## FORWARD ERROR CORRECTION OVERHEAD

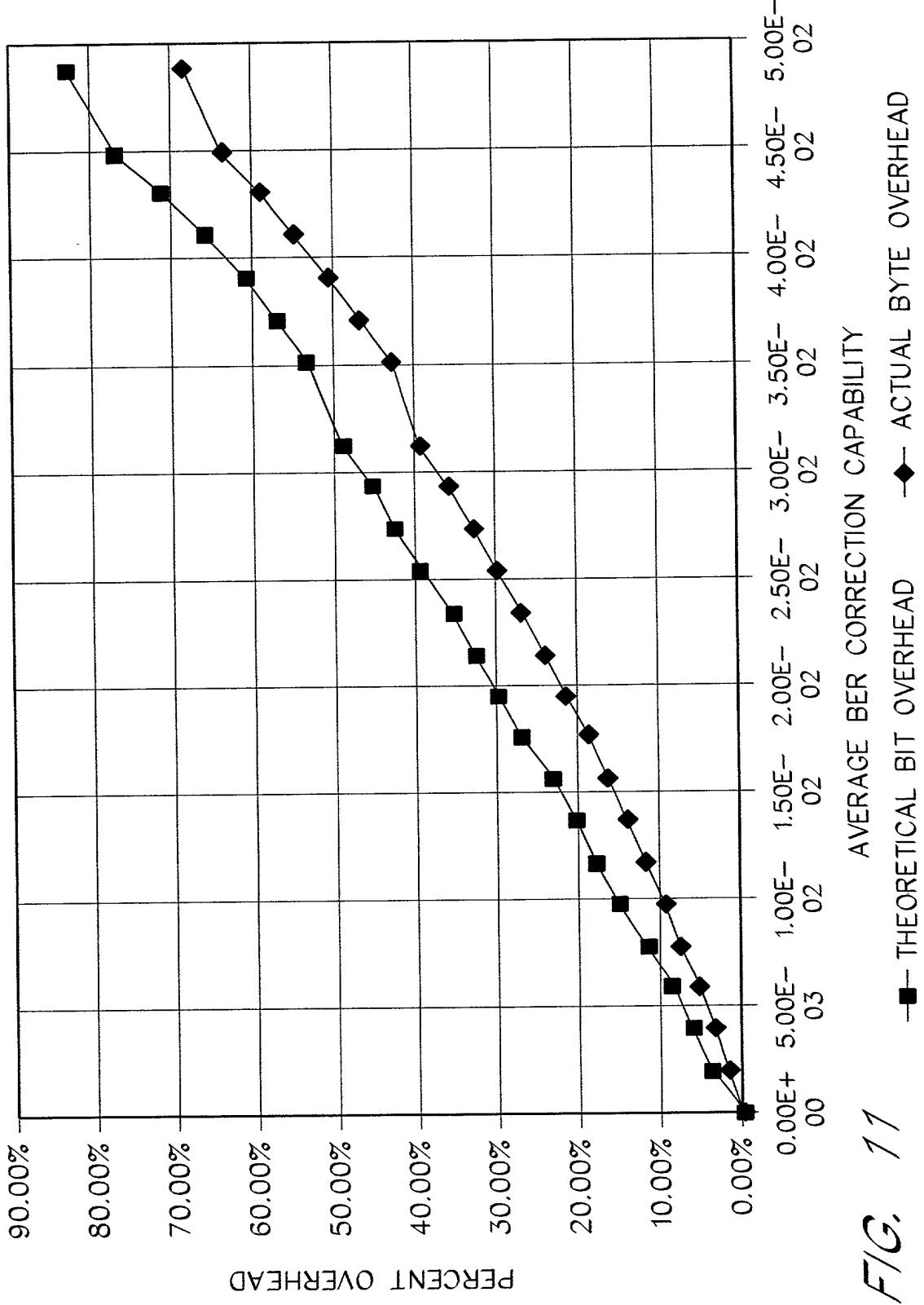


FIG. 11